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OSS Precision Software Tools

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The ACTION! editor is the fastest and easiest-to-use screen editor available for Atari computers. It supports full screen scrolling in all directions, lines up to 240 characters long, dual-window editing, cut and paste capabilities, and much more than we can possibly describe here.

ACTION! is compatible with all Atari machines and DOS's.

ACTION! requires at least 16K of memory. We highly recommend the use of a disk drive and DOS XL, but neither are required.

Programmer's Aid Disk

The Programmer's Aid Disk, contains a useful library of subroutines to access special Atari features such as play-missile graphics and floating point numbers. Some helpful routines, written in ACTION!, are also included to do such things as formatted print, extended disk I/O, and more. This disk also contains several demonstration programs (including a couple of very playable games) written in ACTION! to aid you in learning the language.

The programs and examples on the Programmer's Aid Disk normally require the ACTION! cartridge. By also using the runtime disk, these ACTION! programs can run on any Atari computer.

To whet your appetite, here is just a sample of what you will find on the Programmer's Aid Disk:

A group of routines which allow you to allocate and free blocks of memory at run-time.

A fast circle drawing routine which doesn't use sine or cosine.

A formatted print procedure which allows field size specification, field justification, zero fill, and redirection of output to a specified channel.

Some handy subroutines which allow you to use floating point (real) numbers in ACTION! Both arithmetic and I/O routines for real numbers are included.

A video game similar to "SURROUND." (This game was originally written in BASIC and then translated to ACTION!, so you know that it can be done.)

SuperCartridge

If you have been complaining about not having enough ram space for your programs, the new SuperCartridge from OSS can alleviate that problem. Thanks to some sophisticated memory bank management hardware, the OSS SuperCartridge allows the user to access the full power of a 16,000 byte language while occupying the memory space of an ordinary 8K cartridge.

Because our SuperCartridge can even turn itself off and on, the RAM normally occupied by a cartridge is available for other uses. DOS XL is specifically designed to take advantage of this added space, thus providing you with as much as 5K to 6K of additional RAM for your programs. Truly we can say that OSS gives you the power of a 16,000 language while using as little as 3K of user space.

MAC/65

No other complete 6502 assembly language package offers all of MAC/65's advantages. Edit, assemble and debug quickly because the program line editor, macro assembler, and very effective debugger are only a command away in this OSS SuperCartridge.

MAC/65 is the most logical upgrade for the Atari Assembler-Editor cartridge and yet it is the fastest of all 6502 macro assemblers. It makes assembly language programming easier and more productive than you ever thought possible.

MAC/65's editor is the same familiar line oriented editor used by most Atari language products with the added capability of two separate edit modes. TEXTMODE allows you to enter code like any other editor. EDIT mode, though, is the FIRST difference you'll notice about MAC/65. When in EDIT mode, the editor does syntax checking! That's right, every source line is checked for proper assembly language syntax when it is entered.

Again, MAC/65's assembler can handle everything the Atari cartridge can, such as source code in memory or on disk, object code in memory or on disk, etc. Even all the mnemonics are the same. But the resemblance is only skin deep: Ask for an assembly and watch MAC/65 come into its own. MAC/65 can do memory to memory assemblies at the rate of thousands of lines per minute. Even disk to disk assemblies proceed at hundreds of lines per minute...as much as 25 times faster than the Atari cartridge.

MAC/65 takes the drudge work out of assembly language. By building macro libraries, you can easily write readable code. You can readily find out how many arguments were passed to a macro, extract the length of a string argument, find out if a label has been defined and/or referenced, and much more. Naturally, you may use nested macros, powerful conditional assembly directives (.IF, .ELSE, .ENDIF), listing controls, included files, and other control and formatting directives. MAC/65 even features a full cross-reference capability and supports the NCR 65C02 CMOS microprocessor.

The debugger included in this truly unique SuperCartridge is none other than a special version of the very popular DDT (Dunion's Debugging Tool). DDT has all you would expect in a debugger—disassembly, single step, trace, and multiple breakpoints—and more, including a special screen display which does not affect your program's use of the screen in any way!

If you are a serious programmer, MAC/65 is the only serious choice.

BUG/65

Now get one of the most powerful debuggers yet for your Atari computer. BUG/65 includes all the traditional debugging operations: display memory, change memory, disassembly, instant assembly and more. However, BUG/65 shows its real power with its single step and trace mode that even displays the status register in a readable fashion. In addition it has a breakpoint capability that allows for "conditional breakpoints" (those that occur only if some register has some particular value).

BUG/65 is a stand-alone program which allows you to read files into memory (optionally with an offset), writes files, and read or write single sectors. Still not enough? How about allowing BUG/65's output to go only to the printer, so any display you have on the screen will not be affected? And one more unique and powerful feature: BUG/65 can be loaded ANYWHERE in memory, so as not to disturb your program.

So why not make BUG/65 part of your software tools, and make debugging almost fun for a change!

C/65

Another FIRST from OSS!!! C/65 is the first commercially available C compiler for the Atari which actually produces assembly language output. C/65 is based on the "Small C" compiler, as published in DR. DOBBS JOURNAL. However, it has been restructured to enable it to run on and produce code for our familiar 6502 based machines.

C/65 is a usable subset of the powerful C language: it supports INTeGers and CHARacters, arrays thereof, and pointers thereto. Naturally, it also features full recursion, easy assembler interface, #INCLUDE, and a non-macro version of #DEFINE. Other variables available include: AUTOMATIC, global and EXTERNAL. Even though neither static nor initialized variables are directly supported, one may easily include assembly language code which effects the desired results. And the language DOES work: we have used it to write several new DOS commands.

Because C/65 produces a output file which is compatible with MAC/65, you must also have a copy of our very popular assembler. On the plus side, since the assembly language version of your C code is available to you, you can easily optimize specific code sections as you wish.

Run-time Licenses

Commercial run-time licenses will soon be available for ACTION! and BASIC XL. There is a one time license fee of \$300.00 per PUBLISHER (NOT per program or per author). Please call for more information on how to receive a license agreement as well as a run-time disk.

In addition, we are pleased to be able to offer a non-commercial license for the ACTION! Run-Time Package. If you want to use or give away ACTION!-compiled programs which do not require the cartridge, this \$30 option is for you. It is now a standard item on our price list.

BASIC XL

Basic XL is Simply OSS-some!!!

BASIC XL is far and away the easiest BASIC to learn and use. While it remains compatible with Atari BASIC, only BASIC XL adds dozens of features that can help the beginning and experienced programmer write programs faster, easier, and cleaner. For the beginner, BASIC XL provides not only an excellent reference manual but also an easy to read tutorial, *30 DAYS TO UNDERSTANDING BASIC XL*. This book, soon to be printed by a major computer book publisher, is complete enough to be used as a classroom textbook or as a very readable self-study guide. BASIC XL has twice the speed and twice the power of Atari BASIC. It is the fastest BASIC interpreter available for small, home computers. In addition, BASIC XL provides numerous functions not found in other comparable languages.

Just think how much easier programming will be with such features as automatic line numbering, program renumbering, automatic string allocation, and string arrays. Debugging is much faster and easier because BASIC XL also provides descriptive error messages. You may never again have to wait for DOS. Now you can protect, erase, and rename files right from BASIC XL. You can even get a listing of all files on any disk!

And yet, as befits a fine craftsman's tool, BASIC XL is even easier to use and more dependable, because it includes such outstanding major additions as structured programming and PRINT USING. In addition, BASIC XL has enhanced input/output, improved graphics, and extensive business capabilities.

For the beginner and the experienced programmer alike, OSS BASIC XL is the precision software tool you need to keep complications out of your programming while allowing you to produce creative and intricate programs.

A Better Tutorial

The OSS tutorial, *"30 DAYS TO UNDERSTANDING BASIC XL"*, begins by introducing the cursor and ends with the creation of a video game program. There are five major divisions in the book: introductory concepts, simple programming methods, using your hardware, intermediate concepts, and graphics with sound.

Each chapter follows a fixed format which helps make the introduction of new concepts easier and less painful. The format includes an introductory glossary, a description of key words, illustrative examples, and practice exercises. When appropriate, line by line explanations of programs are also included.

If you are a newcomer to computers but have a desire to learn what programming is all about, *"30 DAYS TO UNDERSTANDING BASIC XL"* is for you. Best of all, it's free when you buy the BASIC XL cartridge. The easiest language and the best tutorial can make computer literacy attainable NOW!

Technical Information

BASIC XL is compatible with Atari BASIC. Virtually all programs and games may be loaded and run without any changes.

All the features of our popular BASIC A+ are supported, including Player/Missile Graphics, renumbering, and IF...ELSE...ENDIF. In addition, BASIC XL supports: string arrays, auto line numbering, automatic string dimensioning, variable cross-reference, no need for quotes around file names, and much more.

Thanks to the OSS SuperCartridge, BASIC XL is a 16,000 byte language which uses only 8K bytes of your valuable RAM space. When used in conjunction with DOS XL, the BASIC XL cartridge can save you as much as 17,000 bytes when compared to Atari's extended Microsoft BASIC used with Atari DOS.

BASIC XL is compatible with all Atari machines and all DOS's.

BASIC XL requires at least 16K of memory. We highly recommend the use of a disk drive and DOS XL, but neither are required.

DOS XL

DOS XL is the only DOS for Atari computers which lets you choose either an easy-to-use menu or a versatile command processor. When you use DOS XL in conjunction with the OSS SuperCartridge or the Atari XL computers, you also gain up to 5K of user memory. (DOS XL gives the user Atari DOS file compatibility while giving the flexibility of running in either single or double density modes.)

The DOS XL menu provides simple access to disk files and utilities. Unlike Atari DOS, the menu is resident so you need never wait for it to load from disk.

Or choose the power of the DOS XL command processor. DOS XL provides both resident and disk-based commands, even allowing you to add commands to the system. Plus, DOS XL provides a convenient method of batch processing.

If you own a SuperCartridge or an XL machine, DOS XL gives you an added bonus. By taking advantage of advanced memory management techniques, DOS XL saves you precious memory space. Even when using the menu, DOS XL with a SuperCartridge gives you more memory than Atari DOS without a menu!

If you are considering the purchase of a disk drive, you will be pleased to know that DOS XL is shipped with every system produced by PERCOM, ASTRA, INDUS, AMDEK and TRAK, as well as the NCT Turbo. If you already own one of these drives, call about our update policy. Of course, DOS XL is also compatible with RANA, ATARI, and CONCORDE drives.

ACTION!

ACTION! isn't just another new language. It is an entire programming environment, including the ACTION! language, editor, monitor, and compiler.

ACTION!'s incredible speed and remarkable versatility make it the most powerful tool ever for Atari computers. Benchmark tests show ACTION! to be the fastest 8-bit language ever. In some tests ACTION! even outperforms high level languages on the IBM PC! Since it is 100's of times faster than BASIC, you can even use it to write animated arcade games.

ACTION! is a powerful and structured language which combines the best features of Pascal, C, and Algol. Yet, it is a straight forward, easy-to-use language with a superb built-in screen editor that allows you to put the "bells and whistles" into your programs.

Not only does it support both signed and unsigned 16-bit integers, 8 bit unsigned integers, and characters, but ACTION! also permits arrays, pointers, records, and strings. In addition, ACTION! allows the following structured statements. IF...THEN...ELSEIF...ELSE, FOR, WHILE, AND DO...UNTIL.

If you are a BASIC programmer who is ready to step up to a structured, compiled, language...If you want to write games with full "arcade speed"...If you want to "sell" a program but can't justify spending the time to write it in assembly language...If you simply want the fastest 8-bit language ever, you need ACTION!

Technical Information

The ACTION! language supports: one and two byte integer variables, singly dimensioned arrays, pointer variables, record structures, hexadecimal constants, and more.

The very succinct set of ACTION! keywords includes capabilities for four types of loops, IF...ELSE...ELSEIF, and both procedures and functions. Of course, the ACTION! programmer may define his own library of routines, which may be placed directly in the main code or included (by the compiler) from a disk.

ACTION! supplies an easy interface to assembly language subroutines, although these are usually not necessary.

ACTION! compiles directly into machine code, so the ACTION! SuperCartridge is all you need to write programs. It can produce as much as 32,000 bytes of object code and has no real limit on the amount of source code which can be compiled.

Compiled ACTION! code DOES require the ACTION! cartridge to run. However, a disk containing runtime libraries for ACTION! is available for \$30 for non-commercial use only—inquire about license fee for commercial publication.

ACTION! is fast! It performs the September, 1981 BYTE magazine prime number benchmark in 17 seconds (12 seconds with the screen off). With minor code optimization, ACTION! becomes the fastest 8-bit language ever when tested with this benchmark.

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** Each cartridge comes with a manual. If you wish to order only a manual, you may do so for ACTION!, BASIC XL, and MAC/65, only. After reviewing the manual, should you decide to order the cartridge, you will receive a \$10.00 credit toward the purchase price.*



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